GUILTY GEAR XX

CORE

TEEN
T
CONTENT RATED BY ESRB

AKSYS GAMES

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GUILTY GEAR XX Λ CORE

A Special Message from AKSYS GAMES

Thank you for purchasing Guilty Gear XX Accent Core for the PlayStation®2 computer entertainment system.

AKSYS GAMES ONLINE
WWW.AKSYSGAMES.COM
Visit our website to find more information about Guilty Gear XX Accent Core as well as upcoming products from Aksys Games! E-mail us at support@aksysgl.com for technical support.

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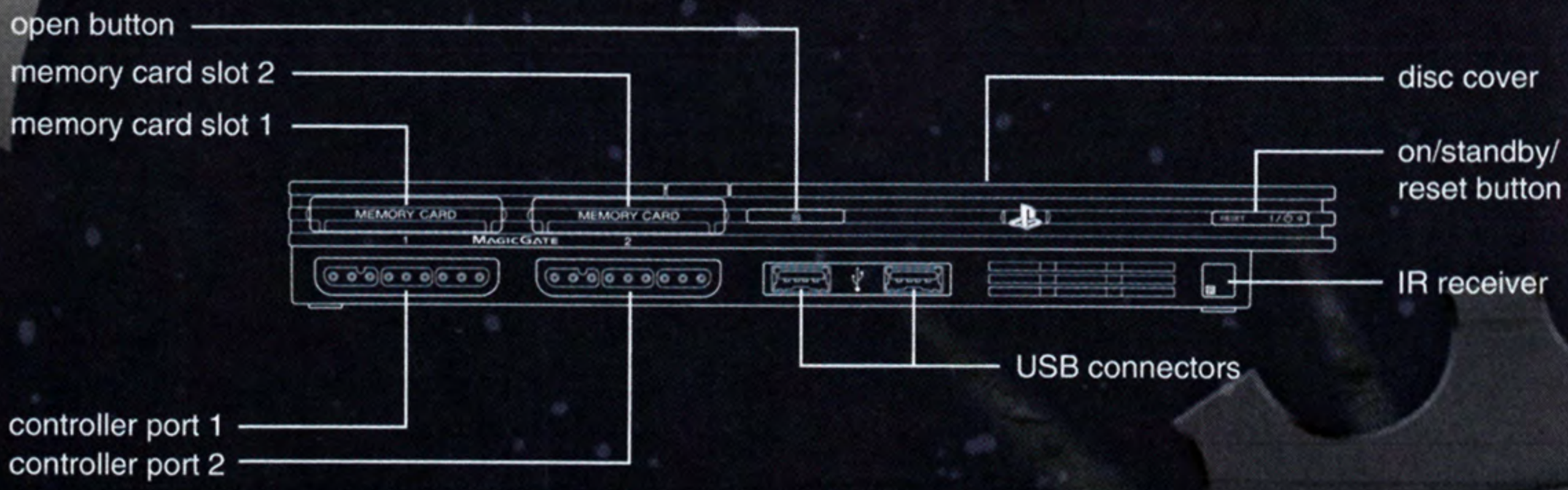
GETTING STARTED



SETTING UP YOUR PLAYSTATION®2 SYSTEM

Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Guilty Gear XX Accent Core disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

PROGRESSIVE SCAN

※You can enable progressive mode by holding down the △ and X buttons during start-up.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

DIRECTIONAL BUTTON CONTROLS

All commands are for a character facing right. They can be also used for the cursor on the menu screen.

Jump Straight Up ↑

Jump Backward ↖

Move Backward (Upper or Middle Guard) ←

Crouch (Lower Guard) ↙

Jump Forward ↗

Move Forward →

Crouch ↘ · ↓

Guard (also available in mid-air)

Press a directional button in the direction opposite your opponent to guard against attacks.

Dash (also available in mid-air)

Quickly press a directional button twice in the direction of your opponent. (This move cannot be used with some characters and differs for each character.)

Backstep (also available in mid-air)

Quickly press a directional button twice in the direction opposite your opponent to jump back. (This move cannot be used with some characters and differs for each character.)

Attack Buttons

□ button	Punch
△ button	Slash
✕ button	Kick (Confirm in Main Menu)
○ button	Heavy Slash (Cancel in Main Menu)
R1 button	Dust

START Button

Press the START button during play to pause the game, and enter the pause menu. Press the SELECT button while paused to hide the pause menu. (Press it again to display the pause menu.)

- **Switching between Character Mode and Generations Mode**

Press the START button when choosing a character to select the Character Mode: "NORMAL" or "EX" (characters who have skills and techniques that are different from the usual). Press the ⬅ and ➡ directional buttons at this point to switch to Generations Mode, where you can select from "AC" (the latest system), "GG" (similar to the original GG's system), or "GGX" (similar to GGX's system). These modes are available in Arcade Mode and Training Mode after satisfying certain conditions.

R2 Button

- **Taunting/Paying respect**

Press the R2 button to taunt your opponent. Press the R2 button while pressing the directional button in the direction of your opponent to pay respect to him or her.

- **Changing the color mode**

Press the R2 button when choosing a character to select a theme color for battle. Each time you press the R2 button, the color mode switches from EX COLOR ➡ SLASH COLOR ➡ RELOAD COLOR ➡ NORMAL. Press any attack button to confirm your selection.

SELECT Button

- **Canceling a selected character**

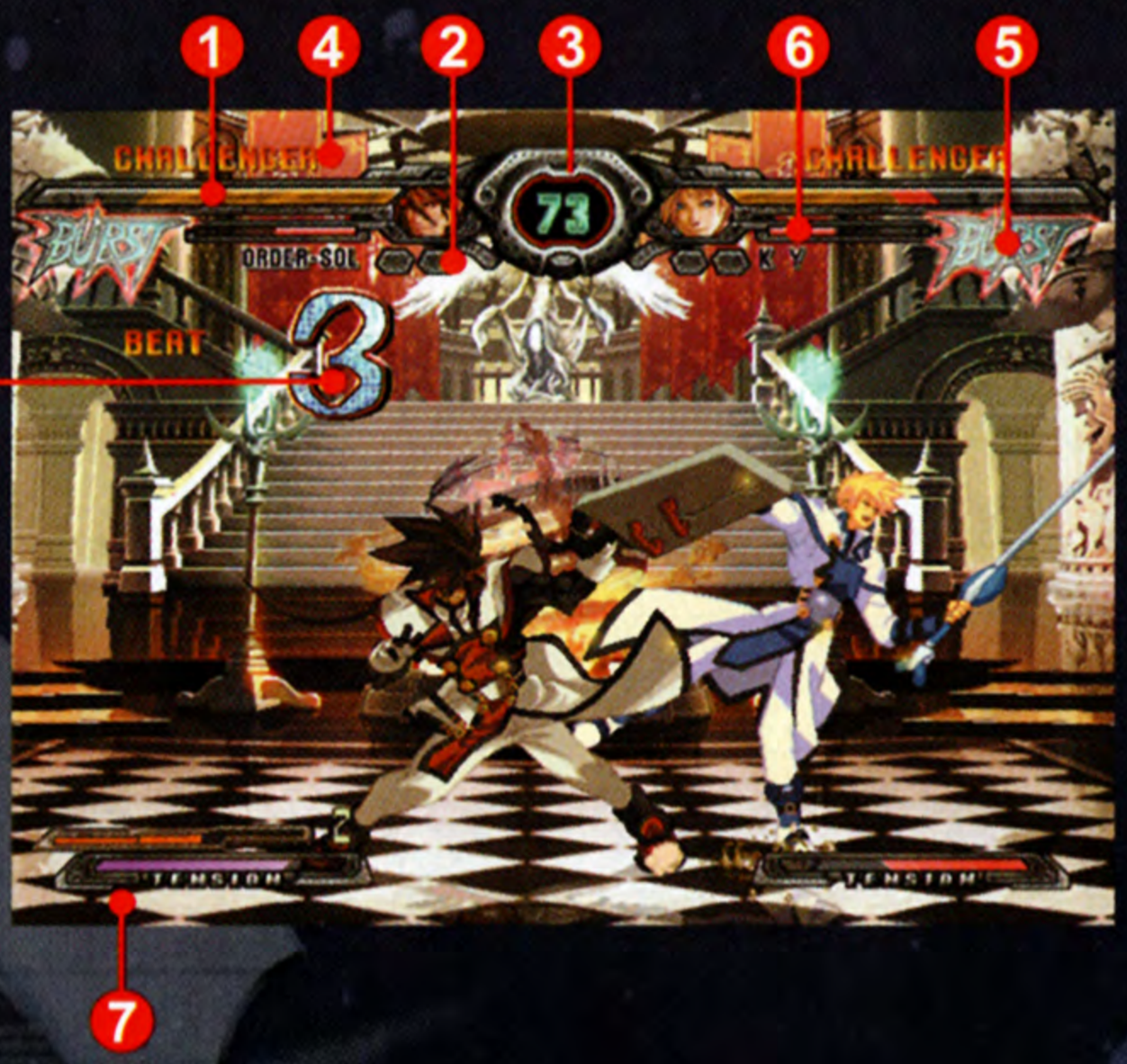
If you mistakenly select a character during Training or VS Mode and want to select another one before selecting a stage, press the SELECT button to cancel your previous selection and start over.

Left Analog Stick

Adjust the settings in KEY CONFIG to use the left analog stick as you would the directional buttons. (See page 10 for details.)

※May not be used on certain screens, like the Saving/Loading screens.

GAME SCREEN



1 LIFE BAR
Shows the character's remaining life. The character loses if this bar reaches 0.

2 VICTORY MARK
Shows the number of rounds you won in the current match.

3 TIME CLOCK
Shows the time left in the round. When time runs out, the character with the most life left wins.

4 SCORE
Displays your current total score.

5 BURST GAUGE
This gauge is consumed by Psych Bursts but is regained over time or whenever your opponent hits your character. An X appears when the gauge is unusable. (See page 16 for details.)

6 GUARD LEVEL GAUGE
This gauge increases each time you block your opponent's attacks and decreases when you are hit. Once this gauge reaches a certain level, you can counter any attack from your opponent.

7 TENSION GAUGE
This gauge is required for Overdrive Attacks and Roman Cancels. It increases each time you use attacks and dashes. Robo-Ky uses an "Electric Gauge" instead of a Tension Gauge. (See page 18 for more details.)

8 HITS
Displays the number of consecutive hits.

GAME RULES

- **MATCH FORMAT**
  The first player to completely drain their opponent's life bar wins the round. The player who wins 2 out of 3 rounds wins the match.

  ※The number of rounds can be changed in the GAME OPTIONS. (See page 13 for details.)

- **TIME LIMIT**
  Each round has a time limit of 99 seconds. When the time is up, the player with the highest life level wins.
  ※The time limit can be changed in the GAME OPTIONS. (See page 13 for details.)

- **TIES**
  A tie occurs if there is a double knockout or if the players have an equal amount of life when the time is up. If the match is not settled in 3 rounds, a 4th round (final round) begins. If the match cannot be decided by the end of the 4th round, the game is over for both players.

- **CONTINUE**
  In Arcade Mode, pressing the START button on the continue screen when a game is over restarts the match.

PAUSE MENU

Press the START button during a match to enter the PAUSE MENU. During Training Mode, the TRAINING MENU (See page 8 for details) will appear on the screen instead.

- **RETURN**
  Return to the game.

- **CHARACTER SELECT (VS 2P Mode and VS CPU Mode only)**
  Change the character being used for a match.

- **KEY CONFIG**
  Assign your attack moves to any attack buttons.

- **COMMAND LIST**
  Display a summary of available character commands.

- **QUIT GAME**
  Return to the title screen.

MODES AND SETTINGS

Press the START button on the title screen to enter the menu screen. Use the directional buttons to select a mode and press the × button to confirm.

ARCADE

In this mode, you must fight and defeat the opponents you come across. Once you have defeated a certain number of characters, you win!

MEDAL OF MILLIONAIRE [M.O.M]

Hitting your opponent with a combination of attacks increases the Medal Gauge. The bigger the Medal, the higher you score. Life restoration items also appear each time you reach certain score levels.

VS 2P

This mode is for 2-player battles and requires two controllers to be connected to the main consule. After each match, you will be returned to the Character Select screen

VS CPU

This mode is for battling computer-controlled opponents. After each match, you will return to the character select screen.

- **SELECTING BACKGROUNDS AND BGMS**
  You can select backgrounds and BGMs in the VS 2P, VS CPU, and Training Modes. After selecting a character, you can manually select backgrounds by using the ⬅ and ➡ directional buttons, select backgrounds randomly by using the ⬇ directional button to choose RANDOM, or select your character's home stage as a background using the ⬆ directional button to select HOME. You can also select the BGM by using the L1 or R1 button. Pressing the two buttons simultaneously returns the BGM to its default setting.

Training

In this mode, you can practice basic controls and combo attacks. You can select your character and your opponent to be used for training. If you want to adjust various settings during training, press the START button to enter the TRAINING MENU.

Training Menu

With the cursor on RETURN, use the ⬅ and ➡ directional buttons to select PLAYER or ENEMY and change their settings.

※The L1 and R1 buttons can be used instead of the directional buttons, regardless of the cursor's location.

- **RETURN**
  Return to the game.

- **COMMAND LIST**
  Display a summary of available character commands.

- **DISPLAY**
  Display information on the directional and attack button inputs, damage, and combo attack count.

- **MODE**
  Adjust character control settings. Select from CONTROLLER, CPU (controlled by CPU) or DUMMY (your opponent character).

- **CPU LEVEL**
  Adjust the strength of the CPU if you have selected CPU in the MODE.

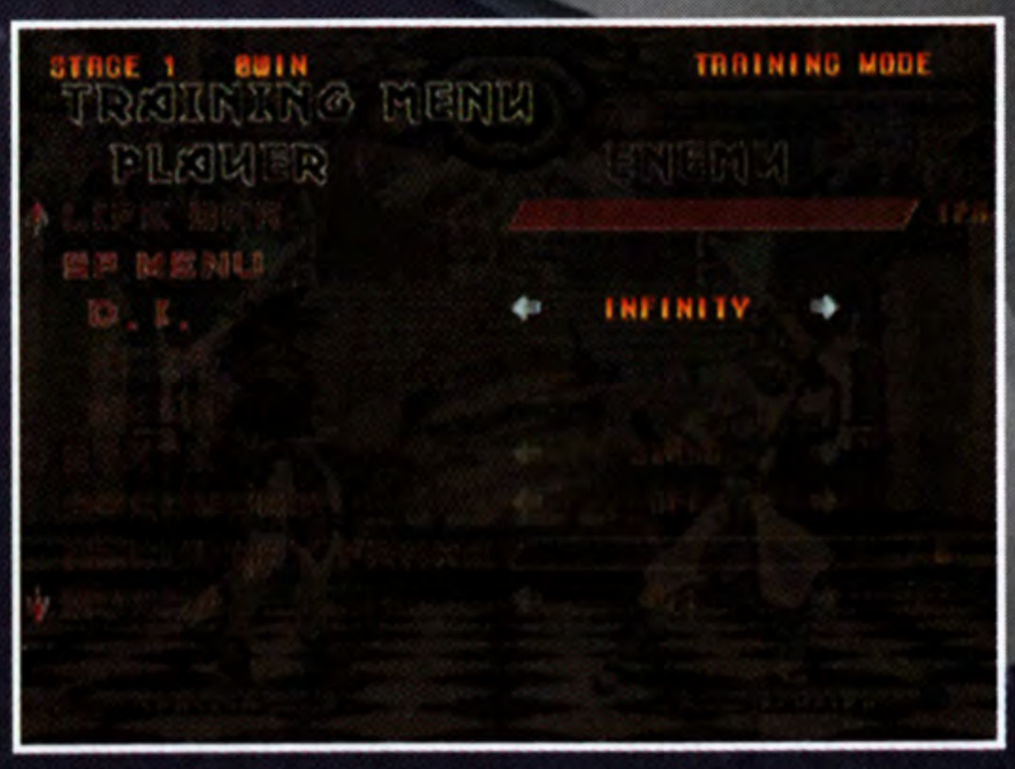
- **TENSION**
  Adjust the level of the Tension Gauge. (See page 18 for details.)

- **BURST**
  Adjust the level of the Burst Gauge. (See page 16 for details.)

- **GUARD LEVEL**
  Set the default for the Guard Level Gauge.

- **LIFE REGAIN**
  Determine whether you want to regain your life over time.

- **LIFE BAR**
  Adjust your character's life bar.



SP MENU
Adjust the setting of each character's unique techniques and skills.

For example: In Sol's case, you can choose D.I. and INFINITY, where Sol remains in a Dragon Install state indefinitely.)

STATE
Select your DUMMY's position from STAND, CROUCH, JUMP or ATTACK.

RECOVERY
Select your DUMMY's recovery position from OFF, NEUTRAL (regular position), FRONT (frontal position) or BACK (reverse position).

RECOVERY FRAME
Adjust the speed of your DUMMY's recovery from a down condition. Select between 0-30.

GUARD
Adjust your DUMMY's guard settings. Select from OFF, FIRST (only guard the first attack), LIMITED (only guard between each combo attack) or ON (always guard).

GUARD REACTION
Select your DUMMY's guarding method. Select from NORMAL, JUST (right before hit), FAULTLESS (in Faultless Defense condition, see page 19 for details) or SLASH BACK.

SLIP RECOVERY
Adjust how fast your DUMMY recovers from the slip condition. Select from OFF or between LV1 - MAX, depending on the speed of the recovery.

COUNTER
Set a counterattack. Select from OFF (no counterattack), FIRST (counterattack the first attack in a combo chain), ON (counterattack any attack) or RANDOM (counterattack randomly).

KEY CONFIG
Assign attack moves to any attack buttons. (See page 10 for details.)

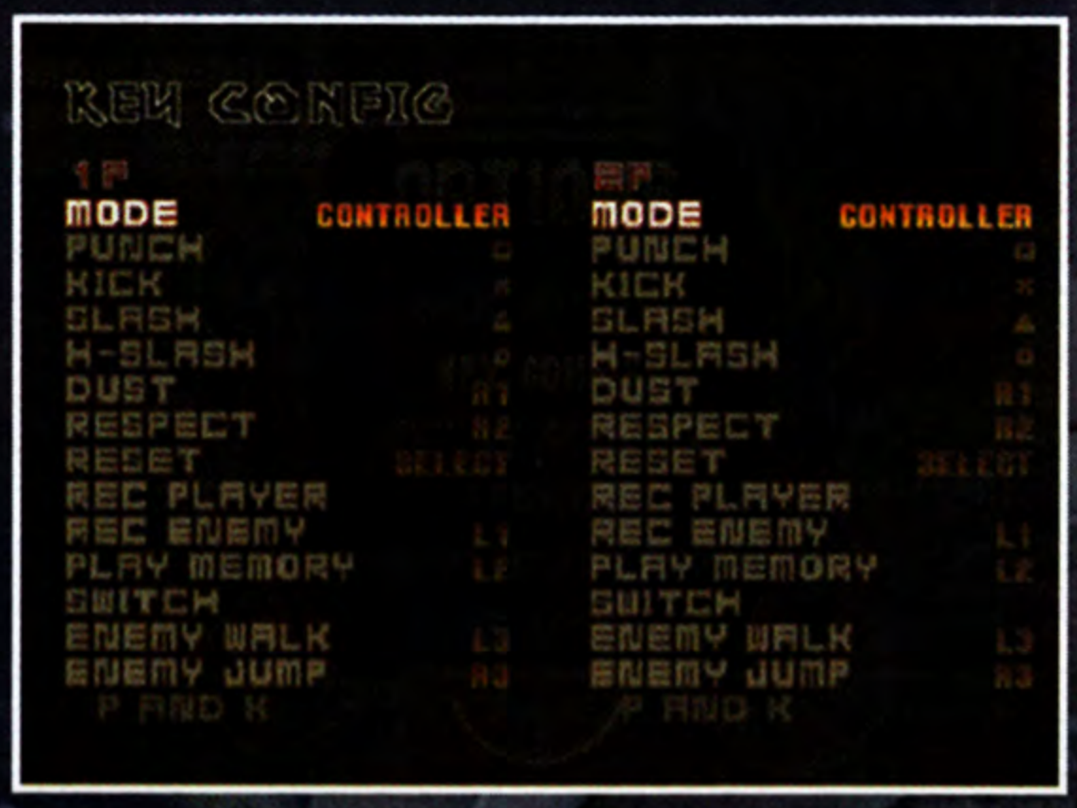
DEFAULT
Set the default settings for all of the options in the TRAINING MENU.

- **CHARACTER SELECT**
  Change the character being used for training.

- **QUIT GAME**
  Return to the title screen.

KEY CONFIG

You can assign unique actions and attack moves, such as punches, kicks, etc. to any button. You can also set buttons to record and replay your opponent's moves.



- **MODE**
  Lets you select the type of controller that has the button assignment you prefer.

- **CONTROLLER**
  Lets you select the controller's default button assignment.

- **SS PAD**
  Lets you select the default button assignment for the "Sega Saturn Control Pad for PlayStation®2" from Sega Logistic Services Co., Ltd.

- **V STICK**
  Lets you select the default button assignment for "Sega Saturn Virtua Stick for PlayStation®2" from Sega Logistic Services Co., Ltd

- **PRESET 1-4**
  Up to four assigned buttons can be saved.

- **PUNCH / KICK / SLASH / H-SLASH / DUST / RESPECT**
  Items you can assign to any button. Select a move for which you want to change the default button assignment, and press a new button to assign to it.

※If you change the assignment of the buttons when MODE is set to either CONTROLLER, SS PAD, or V STICK, the MODE would change to CUSTOM. If you change MODE while CUSTOM is displayed, it would change back to a preset.

- **RESET**
  Return the characters' standing positions to the initial position (at the center of the screen) in Training Mode.

- **REC PLAYER / REC ENEMY**
  Control and record a character's movement in Training Mode. Press the REC PLAYER / REC ENEMY button during battle, and it will display the word STANDBY on the screen. Press the button again to start recording. Try moving your character around a little while. The maximum recording time is 15 seconds. You can press the button again to stop recording before the 15 seconds are up.
- **PLAY MEMORY**
  Press the assigned button to play the character's recorded moves in Training Mode. PLAYBACK will be displayed on the screen during the process. You can replay the recording indefinitely until you record a new one.
- **SWITCH**
  Press the assigned button to control your opponent in Training Mode.
- **ENEMY WALK**
  Hold down the assigned button to make your opponent walk in Training Mode. The opponent will continue to walk while the button is held down.
- **ENEMY JUMP**
  Hold down the assigned button to make your opponent jump. The opponent will continue to jump while the button is held down.
- **P AND K / P AND D / P K S / P K S HS**
  Lets you assign a combination of attack buttons that are simultaneously pressed to a single button. Select the combination of moves for which you want to change the default button assignment, and press a new button to assign to it.
- **DELETE**
  With a cursor on the word DELETE, press a button that you would like to remove from KEY CONFIG.
  ※This can also be done by selecting an item you would like to cancel and holding down its button.
- **ANALOG**
  If this item is turned ON, you can use both the directional pad and the left analog stick.
- **DEFAULT**
  Return all KEY CONFIG settings to their defaults.
- **EXIT**
  Return to the TRAINING MENU screen.

SURVIVAL

Try to defeat one CPU opponent after another. Powerful boss characters appear at fixed intervals. In this mode, you gain experience points each time you cause damage to your opponent, thereby raising your level. As your level rises, your opponents become stronger. Each time you clear a stage, you slightly regain your life. The game ends when you lose one round. Note: Finishing your opponents off with Overdrive Attacks gives you bonus experience points. There are other ways to get bonus experience points, but you'll have to find them yourself.

GALLERY

You can view the Opening Movie and the Ending CGs for characters from the Arcade Mode. Use the ⬅ and ➡ directional buttons to select a category you'd like to view. After displaying CG images, you can use the SELECT button to hide and display the menu. The directional buttons move pictures around, the R1 button enlarges them, and the L1 button shrinks them. Press the ○ button to return to the Gallery menu. Note: Pressing the ○ button in the Gallery Menu returns you to the Main Menu.

SOUND

You can listen to and adjust the volume of BGMs and sound effects.

Note: Adjusting the volume here affects all sounds heard in the game.

OPTIONS

You can adjust the settings of the game. After selecting a category, use the ⬅ and ➡ directional buttons to change the settings.

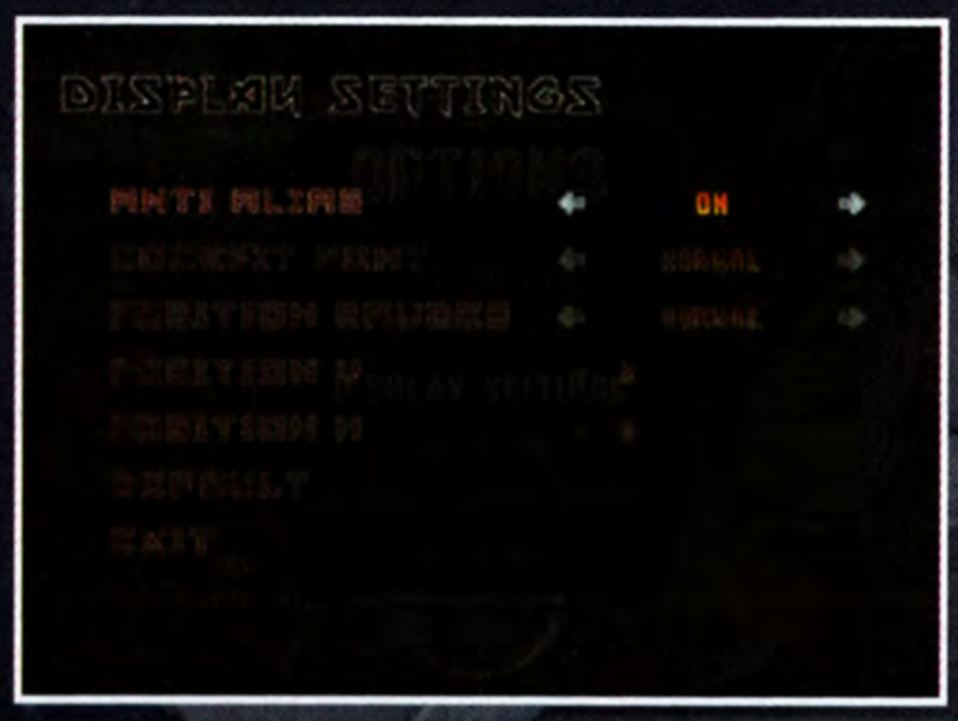
- **GAME LEVEL**
  Set the computer from six difficulty levels in Arcade Mode and VS CPU Mode. "BEGINNER" is the easiest and "MANIAC" is the most difficult level.
- **TIME LIMIT**
  Set match time from four levels in Arcade Mode, VS CPU Mode, and VS 2P Mode.
- **ROUNDS**
  Set the number of rounds per match from five levels in Arcade Mode, VS CPU Mode, and VS 2P Mode.
- **SHORT CUT**
  Set this option to shorten various demo scenes in the Main Menu, the Continue screen, etc.
- **VICTORY BGM**
  Set the volume of BGM that plays at the end of each round to MUTE, FADE, or INTACT.
- **DEFAULT**
  Return all settings in GAME OPTIONS to their defaults.
- **EXIT**
  Return to the Options screen.

KEY CONFIG

You can assign attack moves and unique actions to any button. The items that you can assign are the same as the KEY CONFIG in the Training Mode.

DISPLAY SETTINGS

You can adjust the screen display settings.



- **ANTI ALIAS**
  Switching this ON softens images and switching it OFF sharpens them.
- **COCKPIT FONT**
  If you set it to ORIGINAL, the System Font becomes the same as in the Arcade version.
- **POSITION GAUGES**
  If you set it to ORIGINAL, the positions of each gauge are the same as in the Arcade version.
- **POSITION V**
  Vertically adjust the display of the screen.
- **POSITION H**
  Horizontally adjust the display of the screen.
- **DEFAULT**
  Return all settings to their defaults.
- **EXIT**
  Return to the Options screen.

RANKING

You can view the scores, rankings, diagrams, etc. for Arcade Mode, M.O.M Mode, and Survival Mode. Use the ⬅ and ➡ directional buttons to switch pages.
※If you want to erase the Ranking Data, press the × button to enter a selection screen. Select YES and press the × button to erase the data. Pressing the ○ button will return you to the Options screen.

SAVING AND LOADING

- **LOAD**
  Load saved data.
- **SAVE**
  Save your score, rankings, diagrams, options settings, etc. You need a Memory Card (8MB) (for PlayStation®2) with more than 88KB of free space. A memory card for the "PlayStation" or "PocketStation" cannot be
- **AUTO-SAVE**
  If turned ON, the data is automatically saved after adjusting the settings in each mode.
- **DEFAULT**
  Return all AUTO-SAVE settings to their defaults.
- **EXIT**
  Return to the Options screen.

UNIVERSAL MOVES

All commands are for a character facing right. Arrows indicate which directional buttons to use.
※Press two of them simultaneously when ↖ ↗ are indicated.
※See page 2 for basic controls of attacks, Dust, and directional buttons.

TWO-LEVEL JUMPS

↖ · ↑ · ↗ during a jump

You can jump again while in mid-air. (Some characters can jump three levels.)

HIGH JUMP

↓ ↑

You can jump higher than usual by quickly pressing the ↓ and ↑ directional buttons. However, two-Level Jumps cannot be used after a High Jump.

FORWARD THRUST ATTACK

➡ + attack button

Press the ➡ directional button while pressing the Punch or Heavy Slash buttons to transform attacks.

※Some characters can use this technique with kicks as well. For Bridget only, use "➡ + Slash" instead of "➡ + Heavy Slash."

Psych Burst

Simultaneously press Dust + any attack button

You can become temporarily invincible and knock away your opponent when your Burst Gauge is at max. You cannot use this technique while taking damage from an Overdrive Attack or while being thrown. (An "X" will appear on your Burst Gauge when this technique is unusable.) Your Tension Gauge maxes out whenever you hit your opponent with this move, except when you are being attacked.

Burst Gauge

Your Burst Gauge gradually recovers over time, as well as each time you are attacked by your opponent. The level of gauge consumption varies with the condition you are in when using Psych Bursts.

Conditions	Level of Burst Gauge consumption
Normal	2/3
Taking damage	All (Recovers by 1/3 if it hits your opponent)

※"Taking damage" includes leaning backward, slipping, being thrown, being knocked down, or guarding.

Dead Angle Attack

While Guarding, simultaneously press ➡ + any 2 attack buttons, except Dust

Dust Attack

Press Dust while standing

You can launch a Dust Attack by pressing Dust while standing. It's impossible to guard against a Dust Attack by crouching. After hitting your opponent with a Dust Attack, press the ⬆ directional button to chase your opponent, so you can hit him with a combo attack.
※By pressing Dust in mid-air, you can activate an "Aerial Dust Attack", which differs for each character.

Sweep

Press Dust while crouching

You can use the Sweep move on your opponent by pressing the Dust button while crouching. A swept opponent cannot use a Recovery move. ※Robo-Ky uses "Electric Mat" instead of a Sweep.

Recovery

Press any attack button in midair

You can regain your balance when knocked down by pressing any attack button in midair.

Throws

Press ⬅ or ➡ + Heavy Slash while near an opponent on the ground or in midair

You can throw your opponent by pressing the ⬅ or ➡ directional button while pressing Heavy Slash when you're near your opponent. You can throw your opponent while you are in midair using the same method.
※You cannot use this technique in midair during a Dash or Backstep.

Throw Escape

Press ⬅ or ➡ + Heavy Slash when thrown on the ground or in midair

You can escape your opponent's throw while you are on the ground or in midair by pressing the ⬅ or ➡ directional button while pressing Heavy Slash.
※You cannot use this technique while unconscious or launching an attack.

Gatling Combos

Push buttons at the right time in a specified order

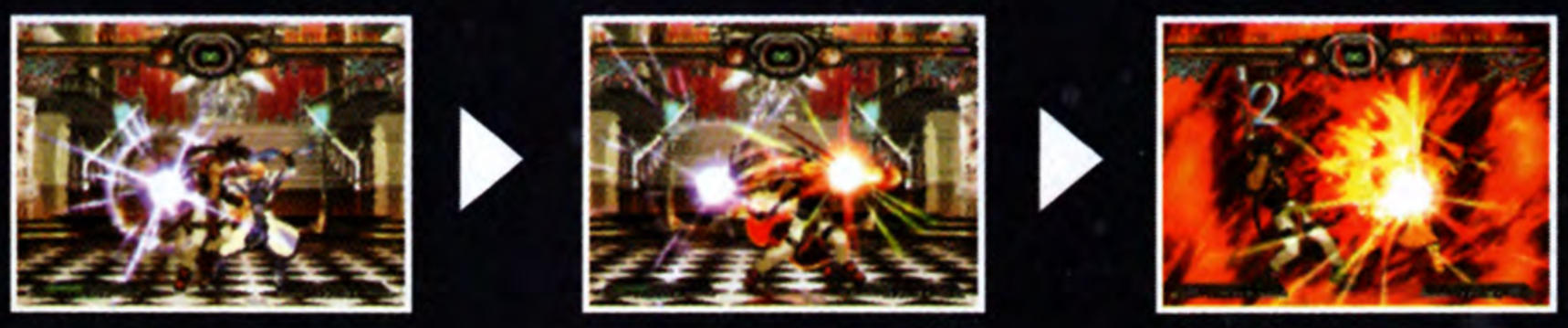
You can create a combo out of a series of Normal Moves, launching a second attack as soon as your opponent is hit with your first attack. The number of moves that can be used for this technique are different for each character.

Force Break

Commands are different for each character

It's a unique Special Move that consumes 25% of the Tension Gauge. Commands for this technique vary for each character.

※Some characters can launch a special Overdrive Attack by consuming an additional 25% of the Tension Gauge.



Overdrive Attacks

Commands are different for each character

These are extremely powerful attacks that consume 50% of the Tension Gauge. Commands for this technique vary for each character.

Tension Gauge [or Electric Gauge for Robo-Ky]

You can increase the Tension Gauge by acting aggressively, such as forward dashing, forward jumping, and attacking. Once charged up, you can use the techniques below. ※Robo-Ky uses an "Electric Gauge" instead of a Tension Gauge. The Electric Gauge works the same way as the Tension Gauge, but you can increase the gauge more effectively by riding on the "Electric Mat" that is used in one of Robo-Ky's techniques, "Conversation Ky" (Crouch + Dust).

Move Name	Consumption Rate	Command
Force Break	25%	See Character Command Lists.
Overdrive Attacks	50%	See Character Command Lists.
Slash Back	2%	Simultaneously press the ⬅ directional button, Slash and Heavy Slash. It creates yellow-colored effects.
Faultless Defense	Gradually decreases	Simultaneously hold down any two attack buttons, except for Dust, while guarding.
Dead Angle Attack	50%	Just after you have guarded, simultaneously press any two attack buttons, except Dust, while pressing the ➡ directional button.
Roman Cancel	50%	Simultaneously press any three attack buttons, except for Dust, just when you hit your opponent with certain attacks.
Force Roman Cancel	25%	See page 22 for details.

※All commands are assuming your character is facing right.

Instant Kills

Simultaneously press 4 attack buttons except Dust, then enter the special character commands

As the name suggests, this is the ultimate attack that can knockout your opponent in one blow. Although these moves are extremely powerful, it takes time to successfully execute them.

I Simultaneously press any 4 attack buttons except for Dust.

II The Tension Gauge changes from its normal condition to the Instant Kill Gauge. The Instant Kill Gauge steadily decreases over time, and once it hits zero, your strength starts to be consumed. Simultaneously pressing all four attack buttons, except for Dust, once again returns the Tension Gauge to normal.

III Finally, input your character specific commands to unleash an Instant Kill Attack.

※The gauge is completely used up after an Instant Kill Attack, so if you miss your opponent, you won't be able to use any moves that require the Tension Gauge during that round.

Negative Penalties

If you keep acting passively over a given period of time, such as failing to attack your opponent or staying to the side of the screen, the Tension Gauge will be reduced to zero.

ONE-POINT TECHNIQUES

Here are some important techniques that could determine a match if used effectively.

Faultless Defense

While simultaneously holding down any two attack buttons except Dust, press a directional button in the direction you want to defend in order to enter a special guard mode called "Faultless Defense". In this state, your life won't be consumed when guarding against your opponent's Special Moves, but they'll knock you back further than usual, putting some distance between you and your opponent. This technique can be used to guard an attack which normally cannot be defended in mid-air. You can also block attacks; however, your Tension Gauge decreases while Faultless Defense is activated. If your Tension Gauge drops to zero, you will no longer be able to use Faultless Defense.

Jump Cancel

You can override certain moves, such as hitting your opponent or being blocked by your opponent, by jumping out of a move when you are midway through it. This technique can create great varieties in attacks and combos.

Counter Hit

By hitting your opponent in the middle of a move, you can counterattack your opponent's attack. A counter hit staggers an opponent longer than usual, so it gives you a great chance to try combos you wouldn't normally pull off.

Recovery Direction

Press any directional button while recovering to move towards that direction as you recover. Use the Recovery technique effectively in each critical situation as a first step for your counterattack.

Staggering

Certain Normal Moves, Special Moves and Overdrive Attacks can put your opponent in a "stagger" state after a hit.A "staggered" opponent is temporarily defenseless. Quickly press the ⬅ and ➡ directional buttons repeatedly to speed up recovery from a staggered state. Each character has several moves that can stagger an opponent, but you have to find them by yourself.

Unconscious

You become unconscious and temporarily defenseless if attacked repeatedly. Press the ⬅ and ➡ directional buttons repeatedly to speed up recovery from an unconscious state. Levels of damage that can cause the unconscious condition differ for each character.

Instant Block

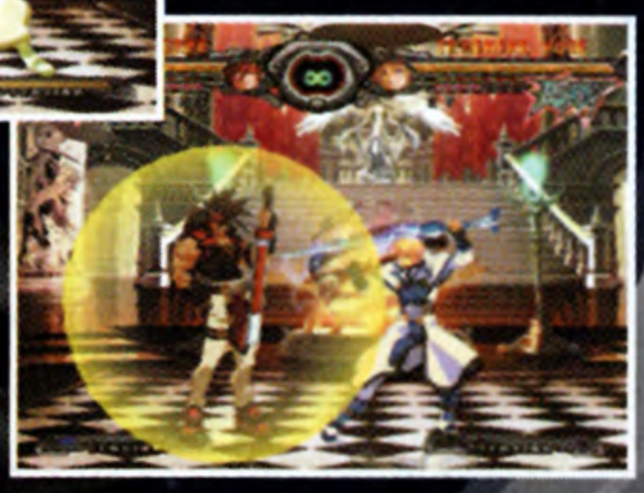
Guarding against your opponent's attack right before it hits activates the "Instant Block". This will cause your characters to start shining white with a bright light. Unlike a normal guard, which has a period where you cannot move or attack, this time frame is shorter for the Instant Block.
Use this technique to guard against an attack from close range.

Slash Back

Simultaneously pressing Slash, Heavy Slash, and the directional button in the direction you want to guard against creates a yellow effect.

If successful, the yellow effect flashes and will dramatically cut the stun time after a guard; however, you become temporarily defenseless if it fails.

Successful



Failure

Roman Cancel

While hitting your opponent with an attack, simultaneously press any three attack buttons, except Dust, to cancel your attack move. This technique allows you to create your own original combo attacks. However, it consumes 50% of your Tension Gauge.

Force Roman Cancel

Each character has several attack moves that are compatible with this technique. While using one of those attacks, simultaneously press any three attack buttons except Dust at a certain timing to cancel your attack move and return to a standing pose. (Unlike a Roman Cancel, it's not necessary to hit your opponent.) The best timing to input commands varies for each attack move, and if you miss that timing, it fails. When it's successfully activated, this technique consumes 25% of your Tension Gauge.

Practice "Force Roman Cancel" in the Training Mode

In Training Mode, press the START button, and select INPUT in DISPLAY to display input commands on the screen. When you use an attack move that's compatible with this technique, the input display flashes in blue to correlate with the best timing to input commands for a Force Roman Cancel. It's a great tool for practicing a Force Roman Cancel.

CHARACTER PROFILES

ORDER-SOL

Burn it with the Charge System!

As the level of the Charge Gauge, which is displayed above the Tension Gauge, increases, his Special Moves and Overdrive Attacks become more powerful. The Charge Gauge moves between 3 different power levels using "Charge" or "Action Charge". Every time strengthened Special Attacks or Overdrive Attacks are launched, the Charge Gauge is consumed at a different rate, depending on its level: 0%, 100% and 200% for level 1, 2 and 3, respectively.

Special Moves	Block Head Buster	↓↘→ + P
	Gun Blaze	↓↙← + S
	Storm Viper	→↓↘ + H (mid-air also)
	Bandit Revolver Prototype	↓↘→ + K
	Rock It	↓↘→ + S
	① Charge	↓↙← + D
	Action Charge	D after a Special Move during jump
	Charge Burst	D during ①
Force Break	Fefnir	←↙↓↘→ + D
Overdrive Attacks	Tyrant Rave ver. Ω	→↘↓↙←→ + H
	Savage Fang	→↘↓↙←→ + P
	★Dragon Install: Sakkai*	After pressing →↘↓↙←→ + S press P K S H D K S →↘↓↙←→ + H

※Moves with ★ can be used only when the Tension Gauge is at max and the Charge Gauge is at level 3.

□ button	P = PUNCH	△ button S = SLASH
✕ button	K = KICK	○ button H = HEAVY SLASH
R1 button	D = DUST	→ INPUT NEXT COMMAND

A.B.A.

Master Two Different Modes
A.B.A uses two different modes in fighting. She is in "Normal Mode" at the beginning of a match, and later she transforms herself to "Double-Edged Mode" using her blood transfusion packet. During the Double-Edged Mode, her speed and attack power increase, but A.B.A herself takes damage in return each time she hits an opponent. However, A.B.A can use "Cohesion" or "Detachment" to switch back to Normal Mode, regaining the life that was lost due to the Double-Edged Mode. (She doesn't regain any life if she automatically returns to Normal Mode due to its time limit.)

Special Moves	① Deletion	↓↘→+S
	② Destruction	←→+S during ①
	Punishment	→↘↓↙←+S during ②
	Cohesion	→↘↓↙←+H (mid-air also)
	Normal Mode Only	
	Towing	↓↘→+P
	Extinguishment	↓↘→+K
	★Calcination	→↘↓↙←+P
	Double-Edged Mode Only	
	Condemnation	→↓↘+H
	★Detachment	→↘↓↙←+P
	Sin	←↙↓↘→+K
	Extermination	←↙↓↘→+S (mid-air only)
Force Break	Towing	↓↘→+D (Normal Mode)
	Condemnation	→↓↘+D (Double-Edged Mode)
Overdrive Attacks	Concealing Evidence	→↘↓↙←→+H ➔ ↓↘→+H ↓↘→+H (Normal Mode Only)
	③ Destroying Evidence[Outward]	→↘↓↙←→+P (mid-air only)
	Destroying Evidence [Homeward]	↓↙←+K during ③ mid-air only) (Double-Edged Mode Only)
	★Alteration	→↘↓↙←→↘↓↙←+S (Double-Edged Mode Only)
Instant Kill	Unknown Darkness	PKSH ➔ ↓↘→↓↘→+H

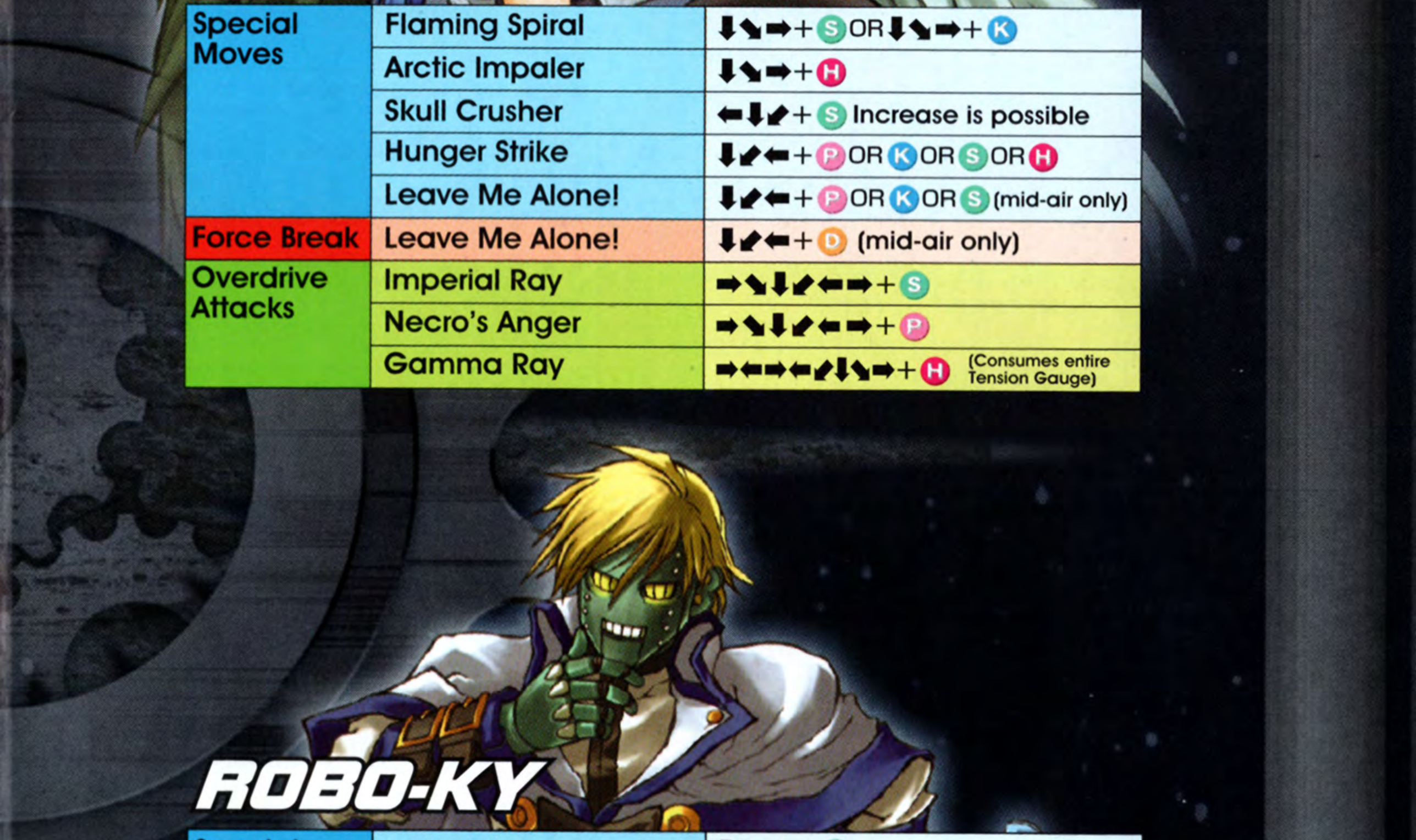
※Attacks with ★ consume blood transfusion packets.

※Using "Cohesion" (on hit only), "Detachment," and "Calcination" switches the fighting modes.

※Using "Cohesion" or "Detachment," A.B.A regains the life that was lost caused by Double-Edged Mode.

DIZZY

Special Moves	Flaming Spiral	↓↘→+S OR ↓↘→+K
	Arctic Impaler	↓↘→+H
	Skull Crusher	←↓↙+S Increase is possible
	Hunger Strike	↓↙←+P OR K OR S OR H
	Leave Me Alone!	↓↙←+P OR K OR S (mid-air only)
Force Break	Leave Me Alone!	↓↙←+D (mid-air only)
Overdrive Attacks	Imperial Ray	→↘↓↙←→+S
	Necro's Anger	→↘↓↙←→+P
	Gamma Ray	→←→←↙↓↘→+H (Consumes entire Tension Gauge)



ROBO-KY

Special Moves	★Want Some Ky?	↓↘→+S
	★The Ky Effect	↓↙←+S
	★ ① Ky Home Run	→↓↘+H
	★Bargain Basement Ky	↓↘→+S
Personal Move	Conversation Ky	Crouch+D
Force Break	Ky Dismissed Today	↓↘→+D (mid-air only)
Overdrive Attacks	The Weak Do Nothing	↓↘→↓↘→+S ➔ ↓↘→+S
	Gen Ky Lovers	↓↘→↓↘→+P
	Ky Reserve Breaker	If the Electric Gauge is charged over 50%, hitting an opponent with ① automatically creates this attack if Robo-Ky is nearby and on the ground.
Instant Kill	Ky-shot No. 13	P K S H ➔ ↓↘→↓↘→+H

※Moves with ★ consume the Electric Gauge, which moves between three different power levels. (See page 18 for details.)

※When Robo-Ky uses certain moves, he gradually becomes red, raising a thermometer next to the Electric Gauge. Press the → directional button + H to cool him down and prevent damage from overheating, which occurs if the pointer goes past the indicator.

SOL-BADGUY

Special Moves	Gun Flame	↓↘→ + P
	Gun Flame (Feint)	↓↙← + P
	① Volcanic Viper	→↓↘ + S OR H (mid-air also)
	Knockdown	↓↙← + K during ①
	Grand Viper	↓↙← + S
	② Bandit Revolver	↓↘→ + K (mid-air also)
	Bandit Bringer	Hold K during ②
	Riot Stamp	↓↙← + K
	Wild Throw	→↓↘ + K while near opponent
	Sidewinder	↓↘→ + H (mid-air only)
Force Break	③ Fefnir	←↙↓↘→ + D
	Tyrant Rave ver. α	←→ D during ③
Overdrive Attacks	Tyrant Rave ver. β	→↘↓↙←→ + H
	Dragon Install	↓↙←↓↙← + S
Instant Kill	Napalm Death	P K S H ➔ ↓↘→↓↘→ + H

EDDIE

Special Moves	Invite Hell	↓↓ + S OR H
	① Break the Law	↓↙← + K (hold down)
	Extra Shadow Gallery	←↙↓↘→ + S during ①
	② Summon Eddie	↓↘→ + P OR K OR S OR H
	Tiny Attack	P during ②
	Moving Attack	K during ②
	Anti-Aerial Attack	S during ②
	Shadow Hole	H during ②
	Middle Attack	D during ②
	Drunkard Shade	↓↙← + S
	Damned Fang	→↓↘ + S
	Fly	Two-Level Jump Command
	Shadow Gallery	←↙↓↘→ + S (mid-air only)
Force Break	Drill Special	↓↓ + D
	Exhaustion	↓↘→ + D
Overdrive Attacks	Executor X	↓↘→↓↘→ + S (mid-air only)
	Amorphous	→↘↓↙←→ + H
Instant Kill	Black in Mind	P K S H ➔ ↓↘→↓↘→ + H

KY KISKE

Special Moves	Stun Edge	↓↘→ + S OR H
	① Stun Edge Charge	↓↘→ + D (mid-air also)
	Aerial Stun Edge	↓↘→ + S OR H (mid-air only)
	Vapor Thrust	→↓↘ + S OR H (mid-air also)
	Stun Dipper	↓↘→ + K
	Greed Sever	↓↙← + K
Force Break	② Lightning Sphere	↓↙← + D during ① on the ground
	Charged Drive	←→ + D during ②
	Stun Rays	↓↙← + D (mid-air only)
Overdrive Attacks	Ride the Lightning	→↘↓↙←→ + H (mid-air also)
	Sacred Edge	↓↘→↓↘→ + P
Instant Kill	Rising Force	P K S H ➔ ↓↘→↓↘→ + H

POTEMKIN

Special Moves	Mega Fist I	↓↘→ + P
	Mega Fist II	↓↙← + P
	Sliding Head	↓↘→ + S
	① Hammer Fall	← briefly, then → + H
	Hammer Fall Break	P during ①
	F.D.B.	→↘↓↙← + S
	Potemkin Buster	→↘↓↙←→ + P while near opponent
	② Heat Knuckle	→↓↘ + H
	Heat Extend	→↘↓↙← + H during ②
Force Break	Judge Gauntlet	→↘↓↙← + D
	Aerial Potemkin Buster	→↘↓↙←→ + D (mid-air only)
Overdrive Attacks	③ Giganter	→↘↓↙←→ + H
	Gigantic Bullet	←↙↓↘→←↙↓↘→ + P during ③
	Heavenly Potemkin Buster	↓↘→↓↘→ + S
Instant Kill	Magnum Opera	P K S H ➔ ↓↘→↓↘→ + H

FAUST

Special Moves	Rerere no Tsuki	⬅↙⬇↘➡ + K
	Pull back	→ ⬅
	Hello!	→ ⬇↘➡ + P
	Speak Up!!	→ ⬇↘➡ + P
	Hello Again!	→ ⬇↘➡ + P
	What's Next?	⬇↘➡ + P
	Love	⬇↘➡ + P (mid-air only)
	① Souten Enshin Ranbu	⬇↘➡ + S
	Forward Ranbu	➡➡ during ①
	Backward Ranbu	⬅⬅ during ①
	Neck Periscope	P during ①
	Growing Flower	K during ①
	See? I'm a Flower	S during ①
	Going my way	H during ①
	What's next?	D during ①
	In your face!	⬇↙⬅ + P
	Watch Your Back	⬇↙⬅ + K
	Going My Way	⬇↘➡ + H (mid-air only)
Personal Move	⬇ + K (mid-air only)	
Force Break	Sudden Hello!	⬇↙⬅ + D
	Rerere no Super Tsuki	⬇↘➡ + D (mid-air only)
Overdrive Attacks	Gamble Attack	⬇↘➡⬇↘➡ + S ➔ hold down P OR K OR S OR H
	Super What's Next?	⬇↘➡⬇↘➡ + P
Instant Kill	This Week's Climax!	P K S H ➔ ⬇↘➡⬇↘➡ + H

MAY

Special Moves	① Mr. Dolphin (Hor)	⬅ briefly, then ➡ + S OR H
	② Mr. Dolphin (Ver)	⬇ briefly, then ⬆ + S OR H
	③ Restive Rolling	➡⬇↘ + S OR H (mid-air also)
	Direction Change	Directional Button + S OR H during ③
	Overhead Kiss	➡↘⬇↙⬅ + K (While near opponent)
Personal Move	↘ + K	
	⬇ + H (mid-air only)	
Force Break	"Jack Hound"	⬇↙⬅ + D
	Go, Mr Dolphin! (Hor)	Neutral ➡ + D during ①
	Go, Mr Dolphin! (Ver)	Neutral ⬆ + D during ②
Overdrive Attacks	Great Yamada Attack	⬇↘➡⬇↘➡ + S
	*④ S.S.U.S.W.	➡↘⬇↙⬅ + S
	Deluxe Tile Bomber	P during ④
Instant Kill	May and the Jolly Crew	P K S H ➔ (While near opponent) ⬅↙⬇↘➡⬅↙⬇↘➡ + H

*④ Super Screaming Ultimate Spinning Whirlwind

MILLIA RAGE

Special Moves	① Lust Shaker	Press S repeatedly OR ⬇↙⬅ + S
	Tandem Top	⬇↘➡ + S OR H
	Bad Moon	⬇↘➡ + P (mid-air only)
	Iron Savior	⬇↙⬅ + P (available during ①)
	Silent Force	⬇↙⬅ + S OR H (mid-air only)
	Silent Force Recovery	⬇ at knife on the ground
	Secret Garden	⬇↙⬅ + H ➔ directional button + H *
Force Break	Pretty Maze	⬇↘➡ + D (mid-air also)
Overdrive Attacks	Winger	⬇↙⬅↙⬇↘➡ + H
	Emerald Rain	⬇↘➡⬇↘➡ + S
Instant Kill	Iron Maiden	P K S H ➔ ⬇↘➡⬇↘➡ + H

*Multiple inputs available

CHIPP ZANUFF

Special Moves	① Alpha Blade	↓↘→ + P (mid-air also)
	Alpha Plus	H during ① (on ground only)
	Beta Blade	→↓↘ + S (mid-air also)
	Gamma Blade	←↙↓↘→ + H
	Tsuyoshi-shiki Teni	↓↓ + P OR K OR S OR H OR D
	② Genrou Zan	←↙↓↘→ + K
	③ Resshou	↓↘→ + S
	④ Rokusai	↓↘→ + S during ③
	Senshu	↓↘→ + K during ③ or ④
Force Break	Genrou Zan Yo	D during ②
Overdrive Attack	Banki Messai	↓↘→↓↘→ + K
Instant Kill	Delta End	P K S H ➔ ↓↘→↓↘→ + H

BAIKEN

Special Moves	Tatami Gaeshi	↓↘→ + K (mid-air also)
	Youshijin	←↙↓ + P during guard
	Mawarikomi	←↙↓ + K during guard
	Sakura	←↙↓ + S during guard
	Ou Ren	←↙↓ + H during guard
	Yozansen	→↓↘ + S during jump
	① Kabari	←↙↓↘→ + H
	Tetsuzansen	S during ①
Force Break	② Baku	←↙↓ + D during guard
	Baku Sakura	P during ②
	Baku Tsuki	K during ②
	Baku Tsuru	S during ②
Overdrive Attack	Kasane Sanzu Watashi	↓↘→↓↘→ + S
Instant Kill	Garyou Tensei	P K S H ➔ ↓↘→↓↘→ + H

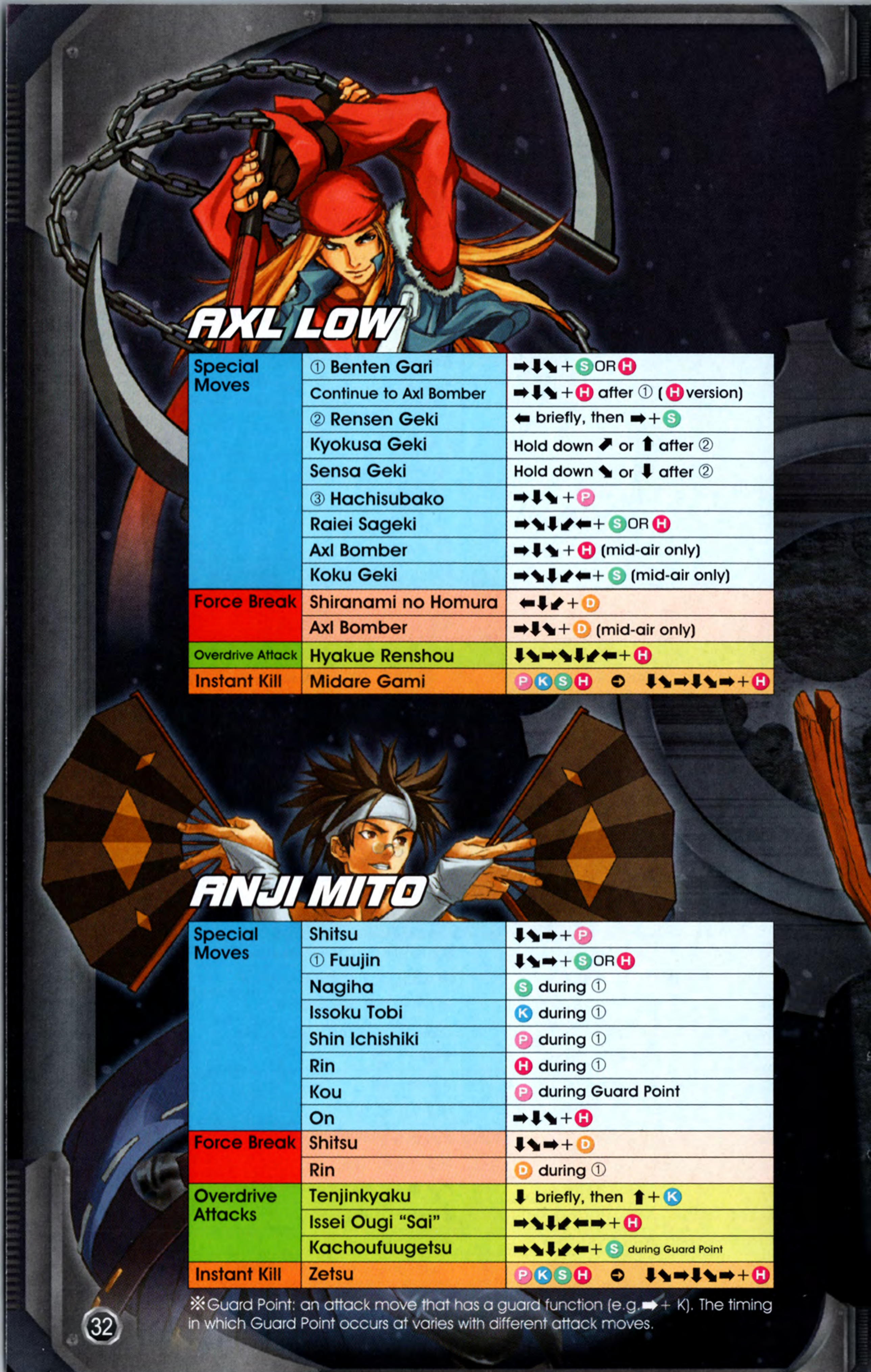
JAM KURADOBERI

Special Moves	Hochifu	↓↓ + K OR S OR H
	Ryujin	↓↘→ + K (mid-air also)
	Gekirin	↓↙← + K (mid-air also)
	Kenroukaku	→↓↘ + K (mid-air also)
	① Bakushu	↓↘→ + S
	Mawarikomi	P during ①
	Ashibarai	K during ①
	Hyappo Shinshou	S during ①
	Senri Shinshou	H during ①
	Choujin	↓↘→ + P (mid-air also) or ↓↘→ + P *
Force Break	Hyappo Shinshou	D
	Hochifu, Goku	↓↓ + D ➔ K OR S OR H
Overdrive Attack	Chokyaku Houoshou	→↘↓↙←→ + S
Instant Kill	Gasenkotsu	P K S H ➔ ↓↘→↓↘→ + H

*During ① on the ground only.

JOHNNY

Special Moves	① Mist Finer	↓↘→ + P OR K OR S (hold down to pose)
	Move Forward	→ while posing OR →→
	Move Backward	← while posing OR ←←
	Quick Draw	Release buttons for ① while posing
	Glitter is Gold	↓↘→ + H
	Bacchus Sigh	↓↙← + P
	Divine Blade	→↓↘ + S ➔ S
	Aerial Killer Joker	↓↙← + S (mid-air only)
	Killer Joker	←↓↙ + S ➔ S
Force Break	② Jack Hound	↓↙← + D (available during pose)
	Jack Hound Return	↓↘→ + D during ②
Overdrive Attack	Johnny Special	→↘↓↙←→ + H
Instant Kill	Joker Trick	P K S H ➔ ↓↘→↓↘→ + H



AXL LOW

Special Moves	① Benten Gari	➡⬇↘ + S OR H
	Continue to Axl Bomber	➡⬇↘ + H after ① (H version)
	② Rensen Geki	⬅ briefly, then ➡ + S
	Kyokusa Geki	Hold down ↗ or ⬆ after ②
	Sensa Geki	Hold down ↘ or ⬇ after ②
	③ Hachisubako	➡⬇↘ + P
	Raiei Sageki	➡↘⬇↙⬅ + S OR H
	Axl Bomber	➡⬇↘ + H (mid-air only)
	Koku Geki	➡↘⬇↙⬅ + S (mid-air only)
Force Break	Shiranami no Homura	⬅⬇↙ + D
	Axl Bomber	➡⬇↘ + D (mid-air only)
Overdrive Attack	Hyakue Renshou	⬇↘➡↘⬇↙⬅ + H
Instant Kill	Midare Gami	P K S H ➔ ⬇↘➡⬇↘➡ + H

ANJI MITO

Special Moves	Shitsu	⬇↘➡ + P
	① Fuujin	⬇↘➡ + S OR H
	Nagiha	S during ①
	Issoku Tobi	K during ①
	Shin Ichishiki	P during ①
	Rin	H during ①
	Kou	P during Guard Point
	On	➡⬇↘ + H
Force Break	Shitsu	⬇↘➡ + D
	Rin	D during ①
Overdrive Attacks	Tenjinkyaku	⬇ briefly, then ⬆ + K
	Issei Ougi "Sai"	➡↘⬇↙⬅➡ + H
	Kachoufuugetsu	➡↘⬇↙⬅ + S during Guard Point
Instant Kill	Zetsu	P K S H ➔ ⬇↘➡⬇↘➡ + H

※Guard Point: an attack move that has a guard function (e.g. ➡ + K). The timing in which Guard Point occurs at varies with different attack moves.

VENOM

Special Moves	Stinger Aim	⬅ briefly, then ➡+S OR H *
	Carcass Raid	⬇ briefly, then ⬆+S OR H *
	Ball Formation	⬇↙⬅+P OR K OR S OR H OR D **
	Dubious Curve	⬅⬇↙+P OR K OR S OR H OR D
	Double Head Morbid	➡⬇↘+S OR H
	Mad Struggle	⬇↘➡+S OR H (mid-air only)
	Warp	➡⬇↘+K
Force Break	Stinger Aim	⬅ briefly, then ➡+D
	Carcass Raid	⬇ briefly, then ⬆+D
	Double Head Morbid	➡⬇↘+D
	Mad Struggle	⬇↘➡+D (mid-air only)
Overdrive Attacks	Dark Angel	⬇↙⬅↙⬇↘➡+S
	Red Hail	⬇↘➡⬇↘➡+H (mid-air only)
Instant Kill	Dim Bomber	P K S H ➔ ⬇↘➡⬇↘➡+H

*Increase is possible
**mid-air also

TESTAMENT

Special Moves	Phantom Soul	⬇↘➡+P OR K
	Badlands	⬇↙⬅+P (mid-air also)
	EXE Beast	⬅↙⬇↘➡+S OR H
	Warrant	⬇↙⬅+K
	Hitomi	⬇↙⬅+S
	Zeinest	⬇↙⬅+H (mid-air also)
Force Break	Grave Digger	⬇↙⬅+D (mid-air also)
Overdrive Attacks	Nightmare Circular	➡↘⬇↙⬅➡+H
	Master of Puppets	⬇↘➡⬇↘➡+H
Instant Kill	Seventh Sign	P K S H ➔ ⬇↘➡⬇↘➡+H

I-NO

Special Moves	Stroke the Big Tree	←↙↓↘→ + S OR H
	Antidepressant Scale	↓↙← + P OR H (mid-air also)
	Sultry Performance	↓↘→ + P OR K OR S OR H *
	Chemical Love	→↘↓↙←→ + K
	Chemical Love Height	→↘↓↙←→ + S
Force Break	① Sultry Performance	↓↘→ + D Mid-air only (Increase is possible)
	Cancel Addition	P OR K OR S OR H during ①
Overdrive Attacks	Longing Desperation	→↘↓↙←→ + H
	Ultimate Fortissimo	↓↘→↘↓↙← + S (mid-air only)
Instant Kill	Last Will & Testament	P K S H ➔ ↓↘→↓↘→ + H

*Mid-air only (Increase is possible)

SLAYER

Special Moves	Feint	Hold K while pressing →K
	① D (Dandy) Step	↓↙← + P OR K OR S
	Pile Bunker	P during ①
	Crosswise Heel	K during ①
	② Under Pressure	S during ①
	It's Late	H during ① or ②
	Mach Punch	↓↘→ + P OR K
	Mach Feint	↓↘→ + P OR K (hold down)
Force Break	Big Bang Upper	↓↘→ + D
	Pile Bunker	D during ①
Overdrive Attack	Dead On Time	→↘↓↙←→ + S
Instant Kill	All Dead	P K S H ➔ ↓↘→↓↘→ + H

ZAPPA

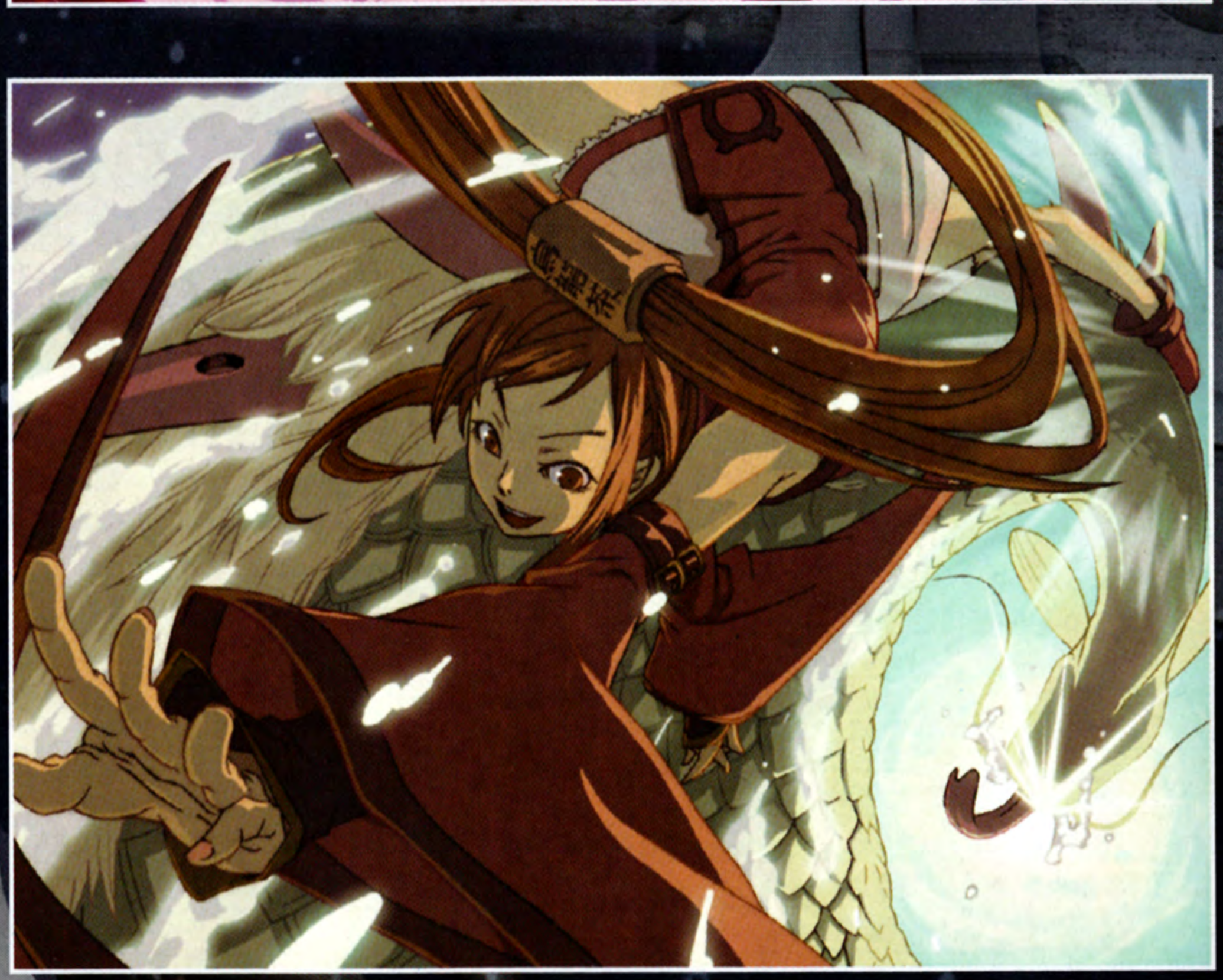
Special Moves	Say Hello to the 3 Centipedes	↓↘→ + P without Haunted
	Ghost Mode: Go Away and Don't Come Back!	↓↘→ + P OR K OR S OR H OR D
	① Sword Mode: Looks Painful...And is!	↓↘→ + S
	Sword Mode: Looks Painfu... And is Extra	H during ①
	Sword Mode: Coming Through	↓↘→ + H
	② Dog Mode: Dog Attack	D OR D + ↓ OR ← OR → OR ↑
	③ Dog Mode: Dog Attack Extra	D after D + ←
	Dog Mode: Super Dog Attack	③ after hitting with ②
	Raou Mode: Darkness Anthem	↓↘→ + S
	Raou Mode: Last Edguy	↓↙← + S
Force Break	Etiquette!	↓↙← + D
Overdrive Attack	It's Alive!	→↘↓↙←→ + H
Instant Kill	Frightening	P K S H ➔ ↓↘→↓↘→ + H

BRIDGET

Special Moves	① Yo-Yo Extend	H (mid-air also)
	Yo-Yo Recall	H during ① or while hitting with ②
	Roger Rush	↓↘→ + H during ① or while hitting with ②
	Roger Get	←↓↙ + H *
	② Roger Hug	→↓↘ + H
	③ Kickstart My Heart	↓↘→ + K
	Kickstart My Heart Stop	P during ③
	Kickstart My Heart Discharge	K during ③
	Starship	→↓↘ + P (mid-air also)
Force Break	Roger Rush	↓↘→ + D during ① or while hitting with ②
	Jagged Roger	↓↙← + D *
Overdrive Attacks	Loop-the-Loop	→↘↓↙←→ + S
	Me and my Killing Mahine	→↘↓↙←→ + H *
Instant Kill	Shoot the Moon	P K S H ➔ ↓↘→↓↘→ + H

*during ① or while hitting with ② (mid-air also)

ARTWORK



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